

FIG 1A

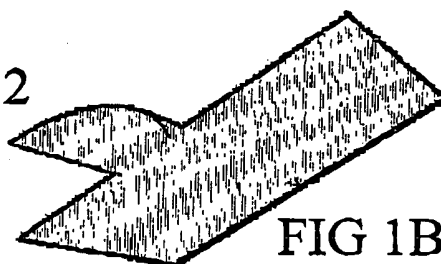


FIG 1B

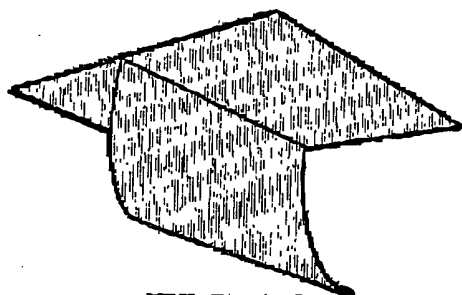


FIG 1C

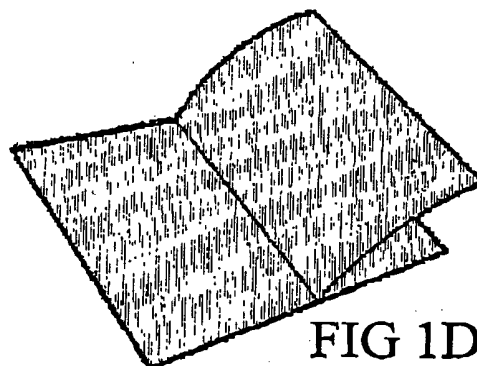


FIG 1D

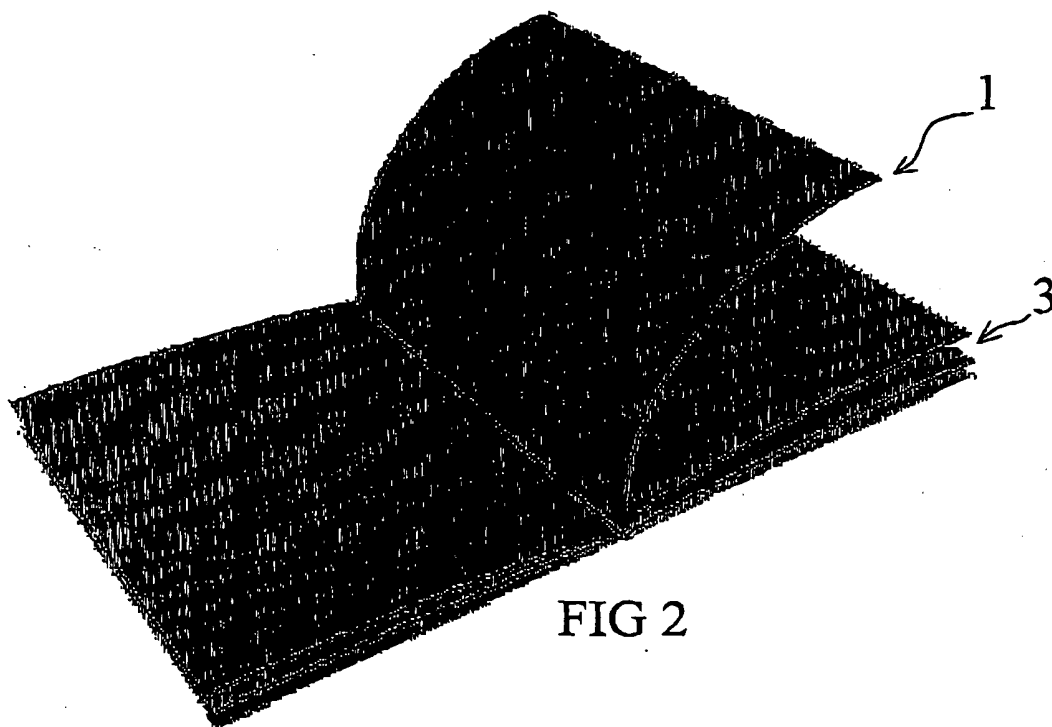


FIG 2

FIG 3A

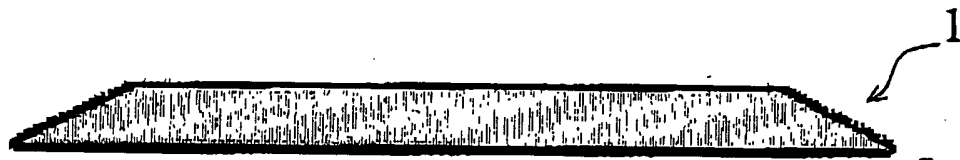


FIG 3B

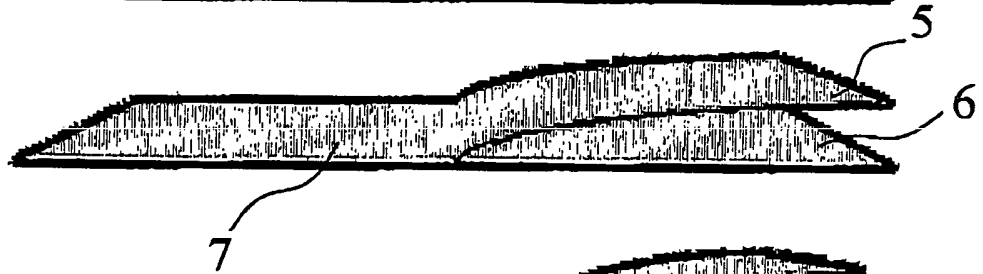


FIG 3C

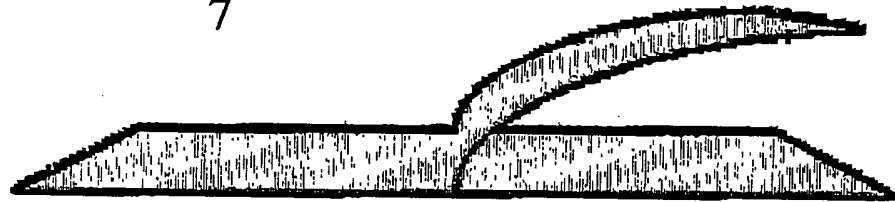


FIG 3D

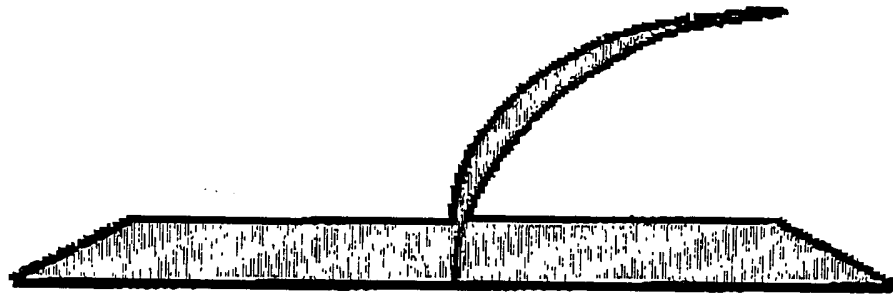
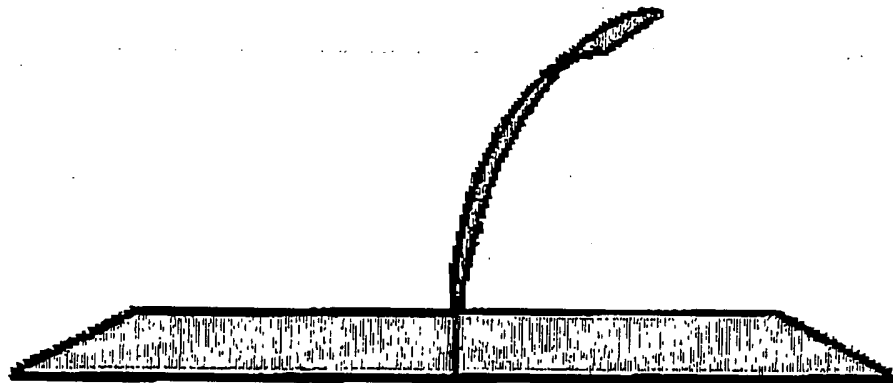
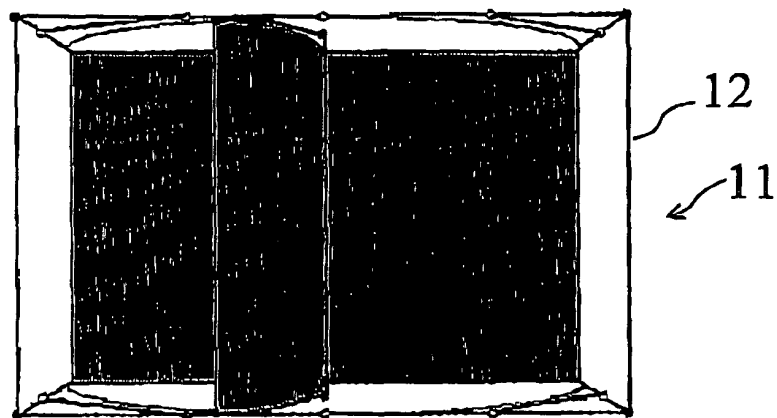
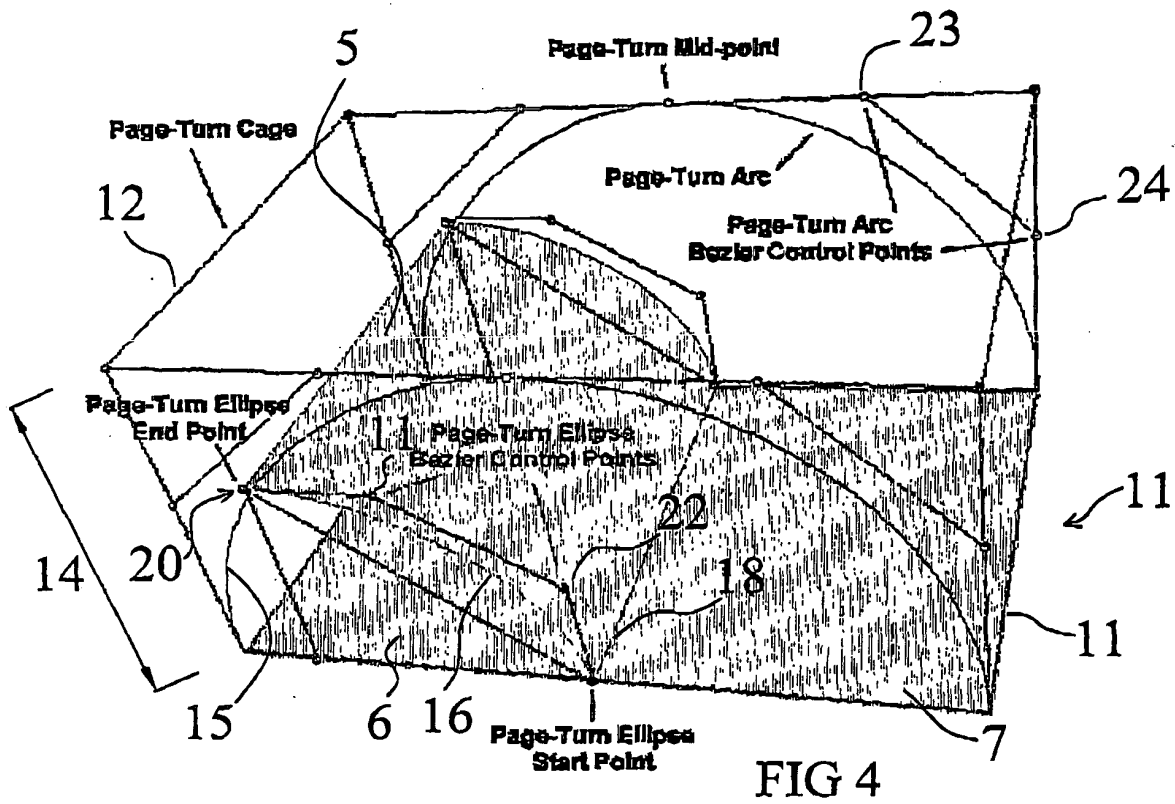


FIG 3E





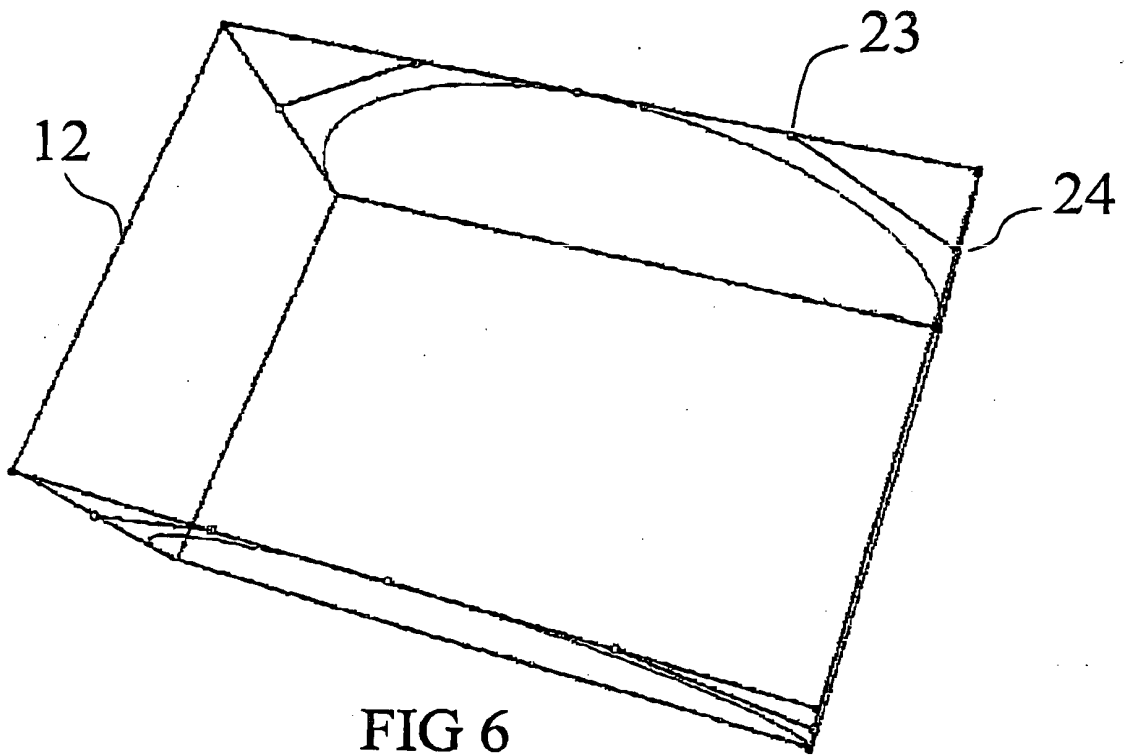


FIG 6

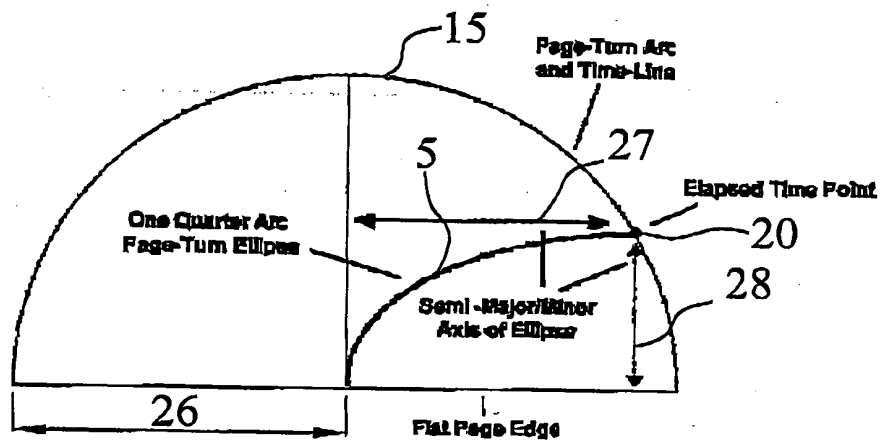


FIG 7

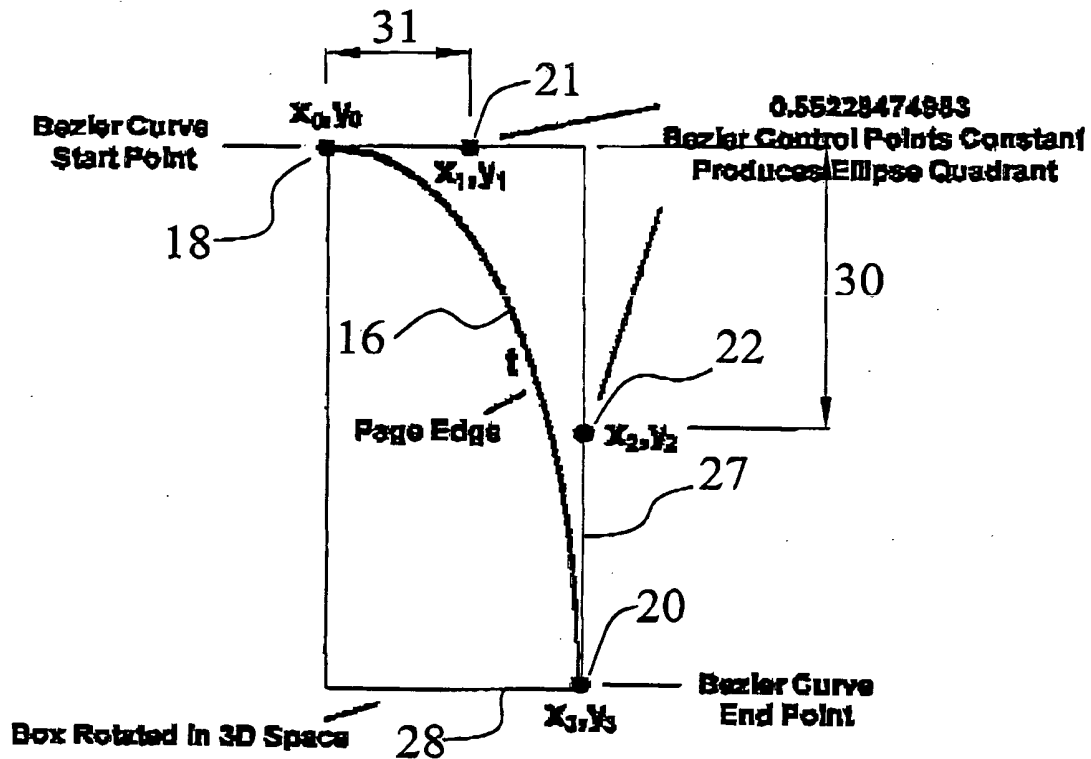


FIG 8

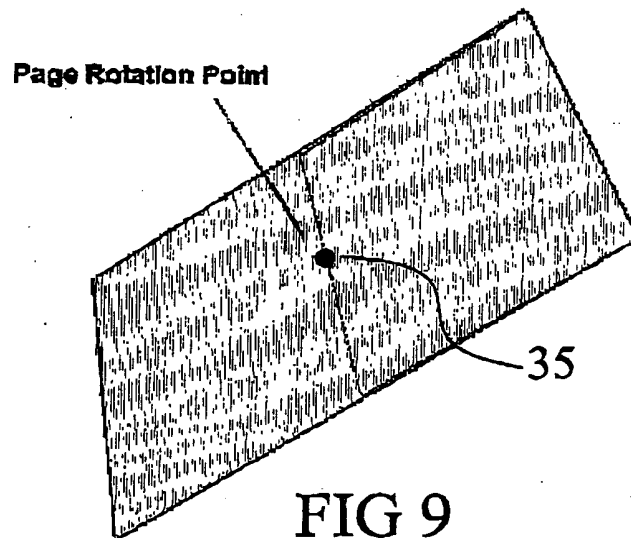


FIG 9

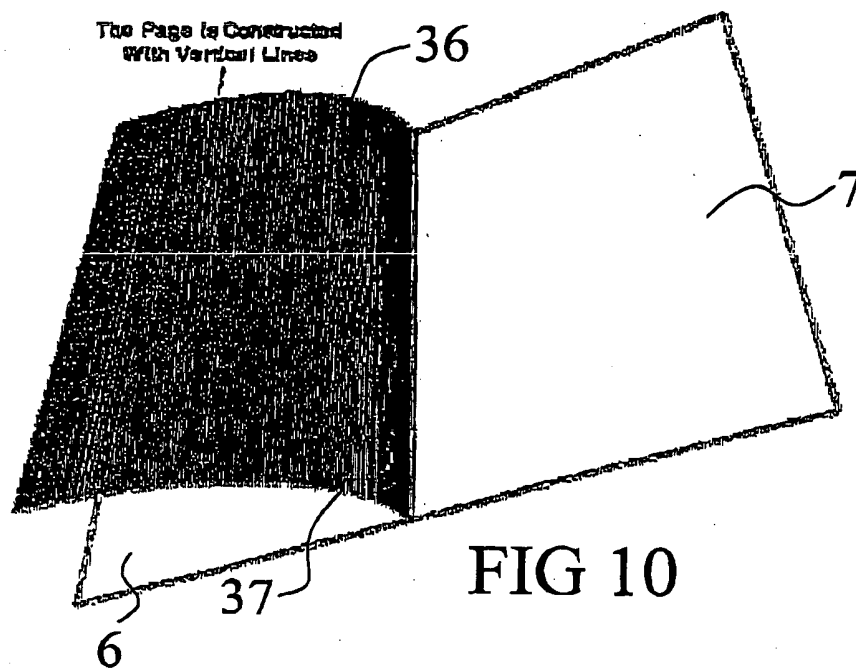


FIG 10

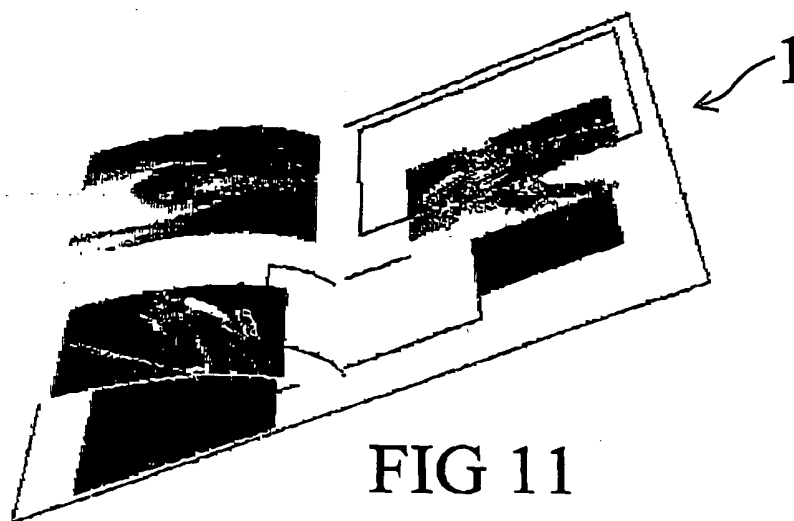


FIG 11

Start

Initiate High Precision Timer (0 to  $\pi/12$ )

Set Windows into a Screen Refresh loop

Flag a Windows *memory* device-context for immediate repainting

Each Frame

Windows calls for the *memory* device-context image in its repaint list

Interrupt Windows

Get Elapsed Time in Radians

Calculate Ellipse Arc Bezier *Control Points* (uses constant) at both ends of page

Rotate the 2 sets of four xyz points to desire orientation

Translate to 2D (xy points)

Draw page turning page edges as Cubic Bezier Curves

Draw the page in lines from a mapped page in memory

Anti-alias for smooth joins and edges

Resume Windows and pass it this image via the *memory* device-context

Windows paints normally

Windows loops to the next Screen Refresh

End

Elapsed Time reaches  $\pi/2$

Refresh Page

Free the Windows *memory* device-context

Release Windows Refresh Loop

FIG 12